

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows. All pending claims are reproduced below.

1 1. (Amended) A user interface for a device including a display, for manipu-
2 lating an object displayed on the display, the device executing program instructions
3 for providing the user interface, the user interface comprising:

4 a displayed representation of the object; and

5 a control region surrounding the displayed representation of the object and
6 comprising a plurality of zones for accepting object manipulation

7 commands via an input device and via at least two modes of user in-
8 put;

9 wherein, for at least one of the zones, at least two commands are activatable

10 within the zone, depending on the mode of user input received.

11
1 2. (Original) The user interface of claim 1, further comprising an input de-
2 vice for accepting user input in the zones.

1 3. (Original) The user interface of claim 2, wherein the input device com-
2 prises at least one selected from the group consisting of:

3 a tablet for detecting a stylus position;

4 a mouse;

5 a touchpad;

6 a pointing device;
7 a touch-sensitive screen;
8 a keyboard;
9 a microphone for accepting voice input; and
10 a remote controller.

1 4. (Amended) The user interface of claim 1, wherein the input device com-
2 prises a keyboard including keys ~~corresponding to~~ for activating commands associ-
3 ated with the zones.

1 5. (Amended) The user interface of claim 1, wherein the input device com-
2 prises a keyboard, and wherein standard keys on the keyboard are selectively as-
3 signed to activate commands associated with the zones.

1 6. (Amended) The user interface of claim 1, wherein the input device com-
2 prises a keyboard including additional keys ~~corresponding to~~ for activating com-
3 mands associated with the zones.

1 7. (Original) The user interface of claim 1, wherein the zones are arranged in
2 a grid.

1 8. (Original) The user interface of claim 1, wherein the zones are arranged in
2 a matrix comprising rows of cells, and wherein the object representation is located
3 within a cell of the matrix.

1 9. (Original) The user interface of claim 1, wherein the zones are arranged in
2 a matrix comprising three rows of three cells each, and wherein the object represen-
3 tation is located in the center cell of the center row.

1 10. (Original) The user interface of claim 1, wherein the user input modes
2 comprise at least two selected from the group consisting of:

3 an activation command;

4 an activation command concurrent with a modifier key;

5 voice input;

6 keyboard input;

7 remote controller input;

8 mouse input;

9 stroke input; and

10 menu command selection.

1 11. (Original) The user interface of claim 1, further comprising:

2 a menu activatable by performing a menu activation command for a zone, the

3 menu comprising commands, wherein the menu is displayed in prox-

4 imity to the zone upon activation.

1 12. (Original) The user interface of claim 11, wherein at least one of the menu
2 commands is also directly activatable by at least one of stroking, pressing a button,
3 or double-clicking within the zone.

1 13. (Original) The user interface of claim 11, wherein performing the menu
2 activation command comprises positioning an on-screen cursor within the zone and
3 pressing a button.

1 14. (Original) The user interface of claim 11, wherein performing the menu
2 activation command comprises issuing a voice command.

1 15. (Original) The user interface of claim 11, wherein the menu includes, for
2 at least one command, an icon indicating a stroke direction for directly activating the
3 command.

1 16. (Original) The user interface of claim 11, wherein a stroke command for a
2 zone is activatable by positioning an on-screen cursor within the zone and stroking
3 the cursor.

1 17. (Amended) A computer-implemented method for manipulating an ob-
2 ject, comprising:
3 displaying a representation of the object;
4 displaying a control region surrounding the object and comprising a plurality
5 of zones for accepting object manipulation commands on the object via
6 at least two modes of user input, wherein, for at least one of the zones,
7 at least two commands are activatable within the zone, depending on
8 the mode of user input received;
9 receiving user input in one of the zones; and

10 responsive to the user input and to the mode of the user input, changing a
11 characteristic of the object.

1 18. (Original) The method of claim 17, wherein each mode of user input
2 comprises one selected from the group consisting of:
3 stylus position input;
4 mouse input;
5 touchpad input;
6 pointing device input;
7 touch-sensitive screen input;
8 keyboard input;
9 voice input; and
10 remote controller input.

1 19. (Amended) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard including keys ~~corresponding~~
3 ~~to~~ for activating commands associated with the zones.

1 20. (Amended) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard having standard keys on the
3 keyboard selectively assigned to activate commands associated with the zones.

1 21. (Amended) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard including additional keys ~~cor-~~
3 responding to for activating commands associated with the zones.

1 22. (Original) The method of claim 17, wherein the zones are arranged in a
2 grid.

1 23. (Original) The method of claim 17, wherein the zones are arranged in a
2 matrix comprising rows of cells, and wherein the object representation is located
3 within a cell of the matrix.

1 24. (Original) The method of claim 17, wherein the zones are arranged in a
2 matrix comprising three rows of three cells each, and wherein the object representa-
3 tion is located in the center cell of the center row.

1 25. (Original) The method of claim 17, further comprising:
2 responsive to a menu activation command, displaying a menu for a zone, the
3 menu comprising commands, wherein the menu is displayed in prox-
4 imity to the zone upon activation;

1 26. (Original) The method of claim 25, wherein at least one of the menu
2 commands is also directly activatable by at least one of stroking, pressing a button,
3 or double-clicking within the zone.

1 27. (Original) The method of claim 25, wherein the menu activation com-
2 mand comprises positioning an on-screen cursor within the zone and pressing a but-
3 ton.

1 28. (Original) The method of claim 25, wherein the menu activation com-
2 mand comprises a voice command.

1 29. (Original) The method of claim 25, wherein the menu includes, for at
2 least one command, an icon indicating a stroke direction for directly activating the
3 command.

1 30. (Original) The method of claim 25, wherein the menu indicates a double-
2 click command for direct activation of each directly activatable command.

1 31. (Original) The method of claim 25, wherein a stroke command for a zone
2 is activatable by positioning an on-screen cursor within the zone and stroking the
3 cursor.

1 32. (Original) The method of claim 25, wherein a double-click command for
2 a zone is activatable by positioning an on-screen cursor within the zone and double-
3 clicking.

1 33. (Canceled)

1 34. (Canceled)

1 35. (Canceled)

1 36. (Canceled)

1 37. (Canceled)

1 38. (Canceled)

1 39. (Amended) A computer program product for manipulating an object,
2 comprising:

3 a computer-readable medium; and

4 computer program code, encoded on the medium, for:

5 displaying a representation of the object;

6 displaying a control region surrounding the object and comprising

7 a plurality of zones for accepting object manipulation com-

8 mands on the object via at least two modes of user input,

9 wherein, for at least one of the zones, at least two commands

10 are activatable within the zone, depending on the mode of

11 user input received;

12 receiving user input in one of the zones; and

13 responsive to the user input and to the mode of the user input,

14 changing a characteristic of the object.

1 40. (Original) The computer program product of claim 39, wherein each
2 mode of user input comprises one selected from the group consisting of:

3 stylus position input;
4 mouse input;
5 touchpad input;
6 pointing device input;
7 touch-sensitive screen input;
8 keyboard input;
9 voice input; and
10 remote controller input.

1 41. (Amended) The computer program product of claim 39, wherein one
2 mode of user input comprises receiving keyboard input from a keyboard including
3 keys ~~corresponding to~~ for activating commands associated with the zones.

1 42. (Original) The computer program product of claim 39, further compris-
2 ing computer program code for:
3 responsive to a menu activation command, displaying a menu for a zone, the
4 menu comprising commands, wherein the menu is displayed in prox-
5 imity to the zone upon activation;

1 43. (Original) The computer program product of claim 42, wherein at least
2 one of the menu commands is also directly activatable by at least one of stroking,
3 pressing a button, or double-clicking within the zone.

1 44. (Original) The computer program product of claim 42, wherein the menu
2 includes, for at least one command, an icon indicating a stroke direction for directly
3 activating the command.

1 45. (Canceled)

1 46. (Canceled)

1 47. (Canceled)

1 48. (Amended) A system for manipulating an object displayed on a display,
2 comprising:

3 a display, for displaying a representation of the object and for displaying a
4 control region surrounding the displayed representation of the object
5 and comprising a plurality of zones for accepting object manipulation
6 commands via an input device and via at least two modes of user in-
7 put, wherein, for at least one of the zones, at least two commands are
8 activatable within the zone, depending on the mode of user input re-
9 ceived;

10 an input device for accepting user input in the zones; and

11 a processor, coupled to the display and to the input device, for executing an
12 object manipulation command in response to the user input and to the
13 mode of the user input.

1 49. (Original) The system of claim 48, wherein the input device comprises at
2 least one selected from the group consisting of:

3 a tablet for detecting a stylus position;

4 a mouse;

5 a touchpad;

6 a pointing device;

7 a touch-sensitive screen;

8 a keyboard;

9 a microphone for accepting voice input; and

10 a remote controller.

1 50. (Amended) The system of claim 48, wherein the input device comprises a
2 keyboard including keys ~~corresponding to~~ for activating commands associated with
3 the zones.

1 51. (Amended) The system of claim 48, wherein the input device comprises a
2 keyboard, and wherein standard keys on the keyboard are selectively assigned to
3 activate commands associated with the zones.

1 52. (Amended) The system of claim 48, wherein the input device comprises a
2 keyboard including additional keys ~~corresponding to~~ for activating commands asso-
3 ciated with the zones.

1 53. (Original) The system of claim 48, wherein the zones are arranged in a
2 grid.

1 54. (Original) The system of claim 48, wherein the zones are arranged in a
2 matrix comprising rows of cells, and wherein the object representation is located
3 within a cell of the matrix.

1 55. (Original) The system of claim 48, wherein the zones are arranged in a
2 matrix comprising three rows of three cells each, and wherein the object representa-
3 tion is located in the center cell of the center row.

1 56. (Original) The system of claim 48, wherein the user input modes com-
2 prise at least two selected from the group consisting of:

3 an activation command;

4 an activation command concurrent with a modifier key;

5 voice input;

6 keyboard input;

7 remote controller input;

8 mouse input;

9 stroke input; and

10 menu command selection.

1 57. (Original) The system of claim 48, wherein, responsive to the input de-
2 vice receiving a menu activation command for a zone, the display further displays,
3 in proximity to the zone upon activation, a menu comprising commands.

1 58. (Original) The system of claim 57, wherein at least one of the menu
2 commands is also directly activatable by at least one of stroking, pressing a button,
3 or double-clicking within the zone.

1 59. (Original) The system of claim 57, wherein the menu includes, for at least
2 one command, an icon indicating a stroke direction for directly activating the com-
3 mand.

4 60. (Original) The system of claim 57, wherein a stroke command for a zone
5 is activatable by positioning an on-screen cursor within the zone and stroking the
6 cursor.